

**SEGA**

**Master System II<sup>TM</sup>**

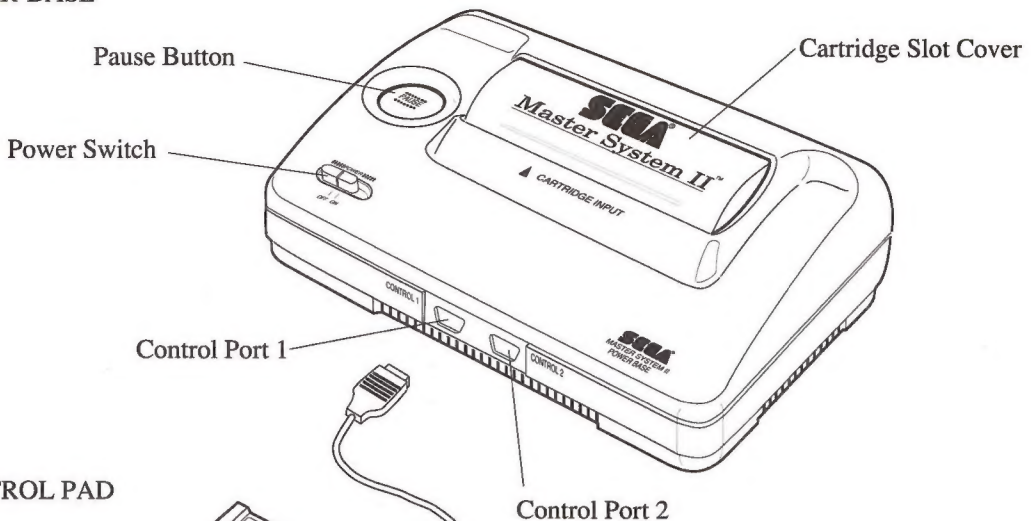
**Instruction Manual**

Parts Identification	3
The Sega Master System II Connection	4
Powering Up the System	10
TV Channel Setting	10
Operating the System	11
Troubleshooting Chart	12
Warranty	13

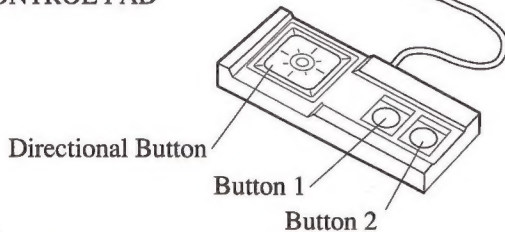
# Parts Identification

## SEGA MASTER SYSTEM II COMPONENT

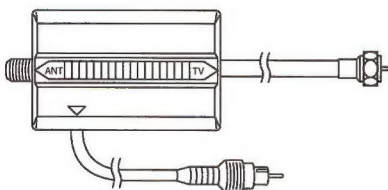
### POWER BASE



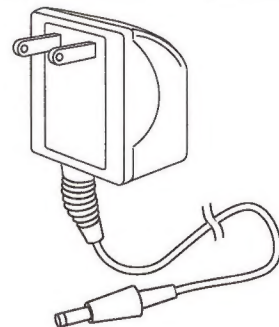
### CONTROL PAD



### Auto RF Switch Box

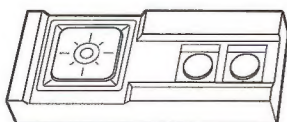


### AC Adaptor

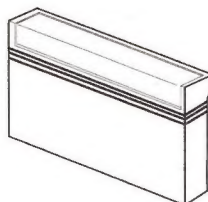


## Options

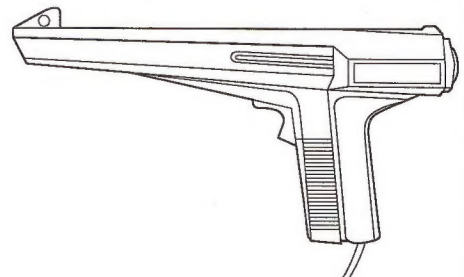
### CONTROL PAD



### GAME CARTRIDGE



### LIGHT PHASER



Only one Control Pad comes with the Sega Master System II Component. A second Control Pad may be purchased at stores which carry the Sega Master System II.



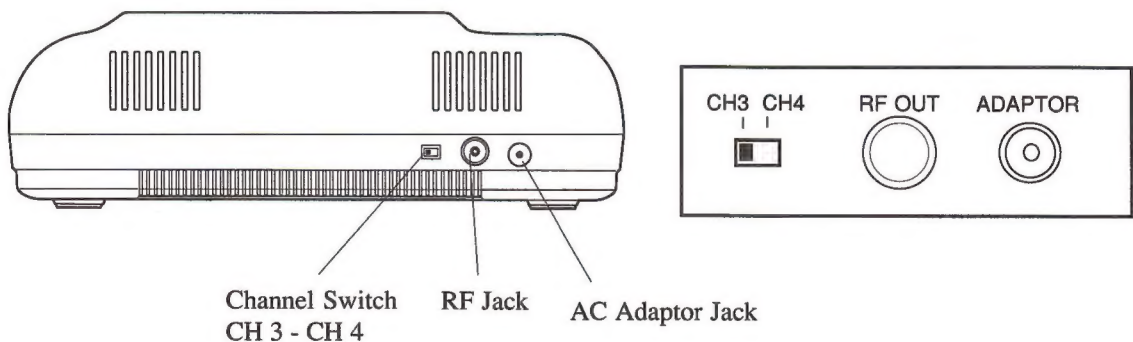
# Precautions

- When not in use, unplug the AC adaptor from the electrical outlet.
- Do not leave the system or any of its parts in direct sunlight, in damp areas or near a heater.
- Use the Master System II AC adaptor only. Using a different AC adaptor will damage your system and void the warranty.
- Do not disassemble the Power Base or any of its parts.

## The Sega Master System II Connection

### Hooking up the Sega Power Base

BACK VIEW OF POWER BASE



If your TV cannot be hooked up to the antenna as shown on the next page, a F-type Converter and a Matching Transformer will be necessary. (The Converter and the Transformer can be purchased at an electrical appliance store.) See pages 6 thru 9 for hook-up procedures.



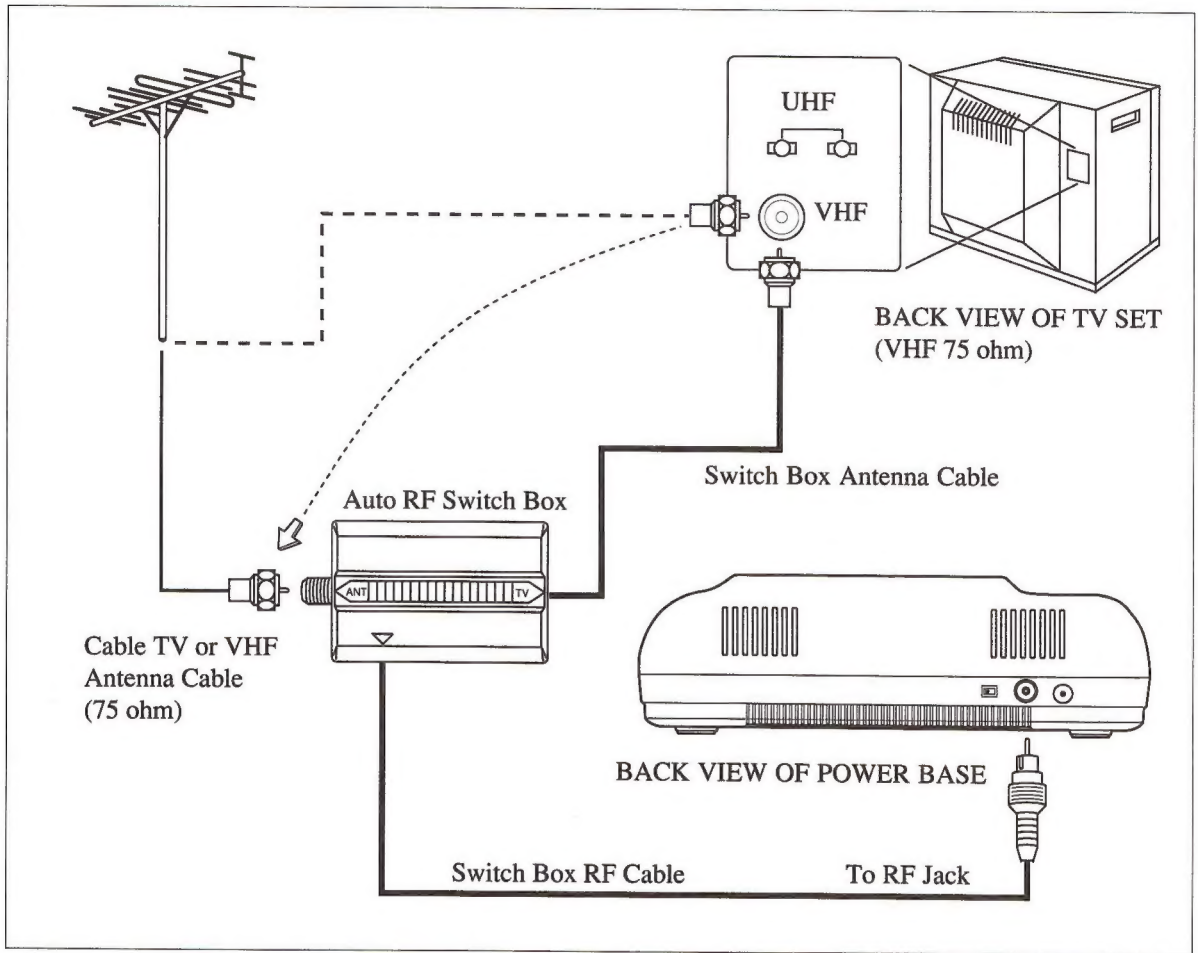
Matching Transformer  
(75/300 ohm)



F-type Converter  
(300/75 ohm)

# Connections to TV/Monitor and Antenna

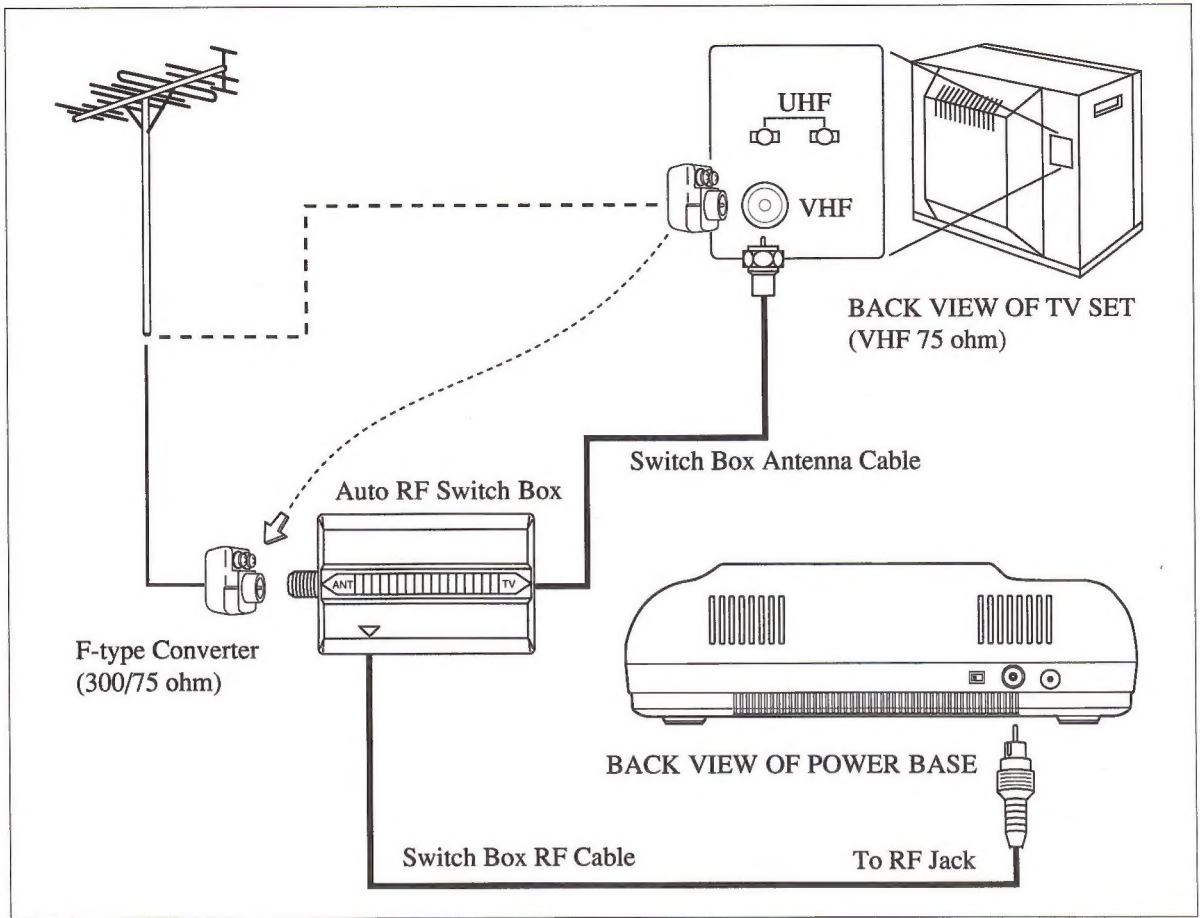
TV with single-plug antenna cable  
(for either cable TV or VHF antenna cable)



*If a single-plug antenna cable is plugged into your TV (or if you have cable TV), use the Auto RF Switch Box. No other connectors are necessary.*

1. Unplug the Antenna Cable from the TV, and plug it into the Auto RF Switch Box.
2. Now, plug the Switch Box Antenna Cable into the TV.
3. Finally, plug the Switch Box RF Cable into the RF Jack on the back of the Power Base.

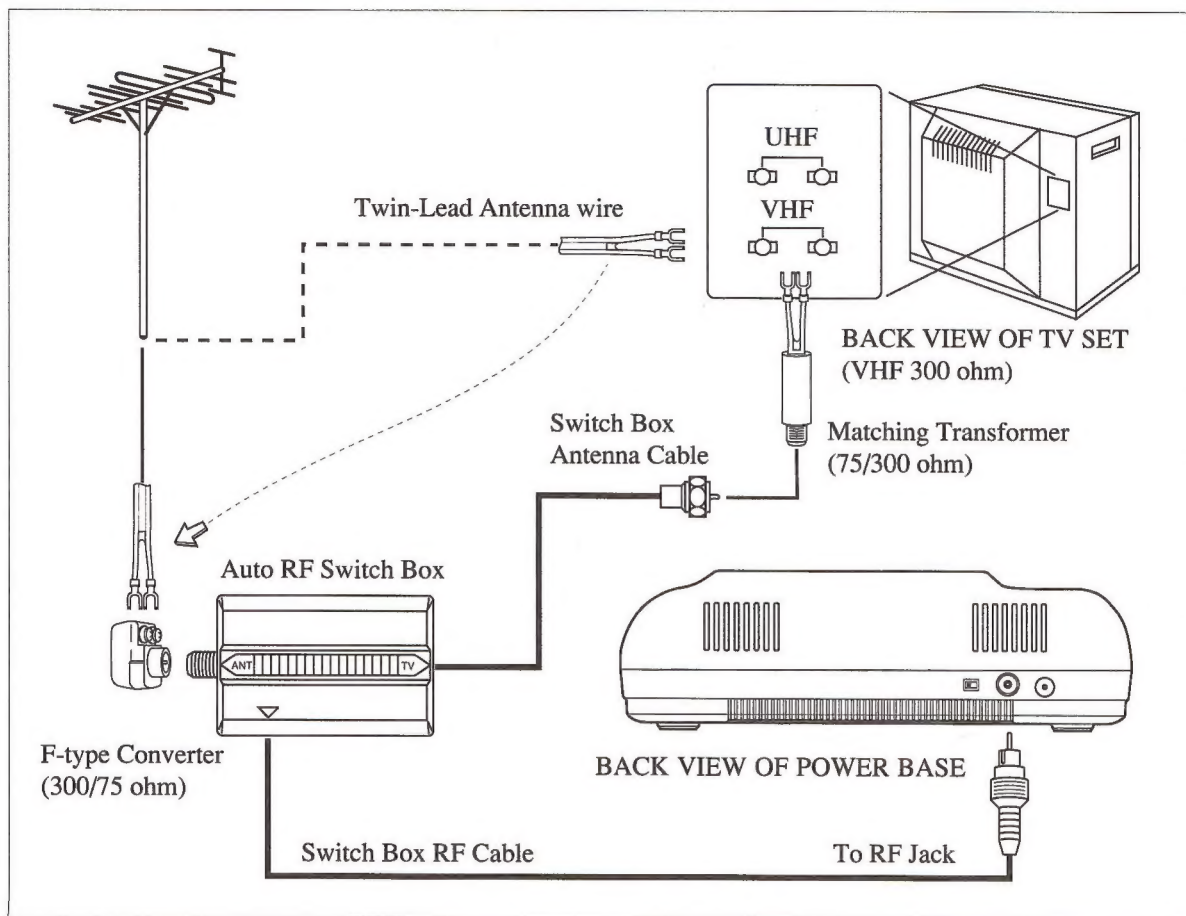
## TV with F-type converter



*If an F-type Converter is plugged into your TV, use the Auto RF Switch Box. No other connectors are necessary.*

- 1.** Unplug the F-type Converter from the TV, and plug it into the Auto RF Switch Box.
- 2.** Now, plug the Switch Box Antenna Cable into the TV.
- 3.** Finally, plug the Switch Box RF Cable into the RF Jack on the back of the Power Base.

## TV with an antenna cable consisting of a twin-lead antenna wire

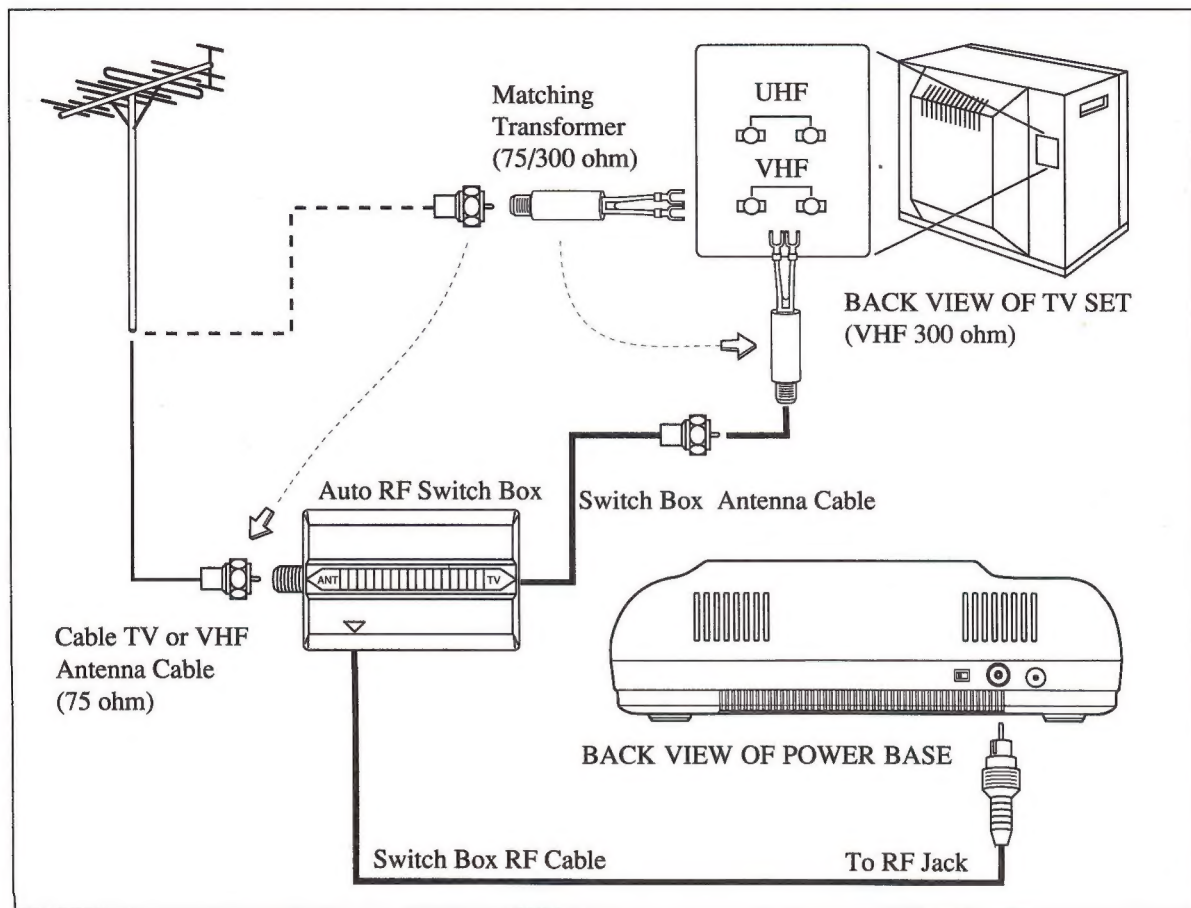


*If the antenna cable connected to your TV consists of Twin-Lead Antenna wire, use a Matching Transformer, F-type Converter and Auto RF Switch Box.*

1. Disconnect the Twin-Lead Antenna wire from the TV, and connect it to a F-type Converter.
2. Plug the F-type Converter into the Auto RF Switch Box.
3. Plug the Switch Box Antenna Cable into a Matching Transformer. Then, connect the Transformer's Twin-Lead Antenna wire to the back of the TV.
4. Finally, plug the Switch Box RF Cable into the RF Jack on the back of the Power Base.



## TV with cable TV or VHF antenna cable plugged into matching transformer

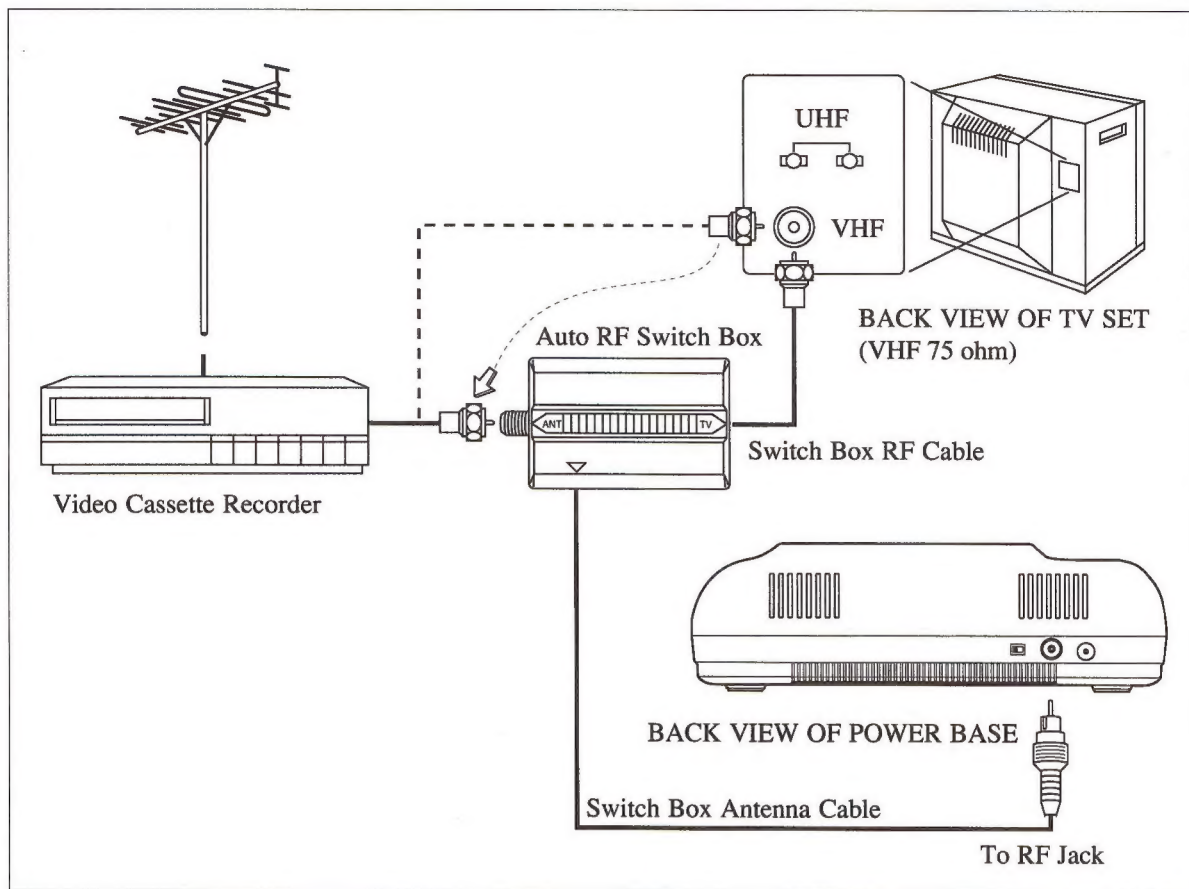


*If cable TV or a VHF antenna cable is already plugged into a matching transformer at the back of your TV, use the Auto RF Switch Box with the already-present matching transformer.*

1. Leave the Twin-Lead Antenna wire of the Matching Transformer connected to the TV. Unplug the VHF Antenna Cable from the other end of the Transformer.
2. Now, plug the VHF Antenna Cable into the Auto RF Switch Box.
3. Plug the Switch Box Antenna Cable into the Matching Transformer.
4. Finally, plug the Switch Box RF Cable into the RF Jack on the back of the Power Base.



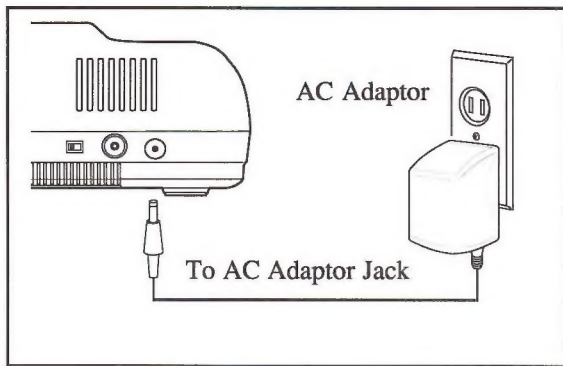
## TV with connected video cassette recorder



*If a video cassette recorder is already connected between the antenna and the television's VHF terminals, use the Auto RF Switch Box (and, if necessary, the F-type converter and/or the Matching Transformer).*

- 1.** Disconnect the Video Cassette Recorder Cable from the television's VHF terminal (or from its Matching Transformer). Then, plug this same cable into the Auto RF Switch Box. (If this cable has a Twin-Lead Antenna wire, use the F-type Converter to make this connection.)
- 2.** Now, plug the Switch Box Antenna Cable into the television's VHF terminal. (If a Twin-Lead Antenna wire is required, use the Matching Transformer to make this connection.)
- 3.** Finally, plug the Switch Box RF Cable into the RF Jack on the back of the Power Base.

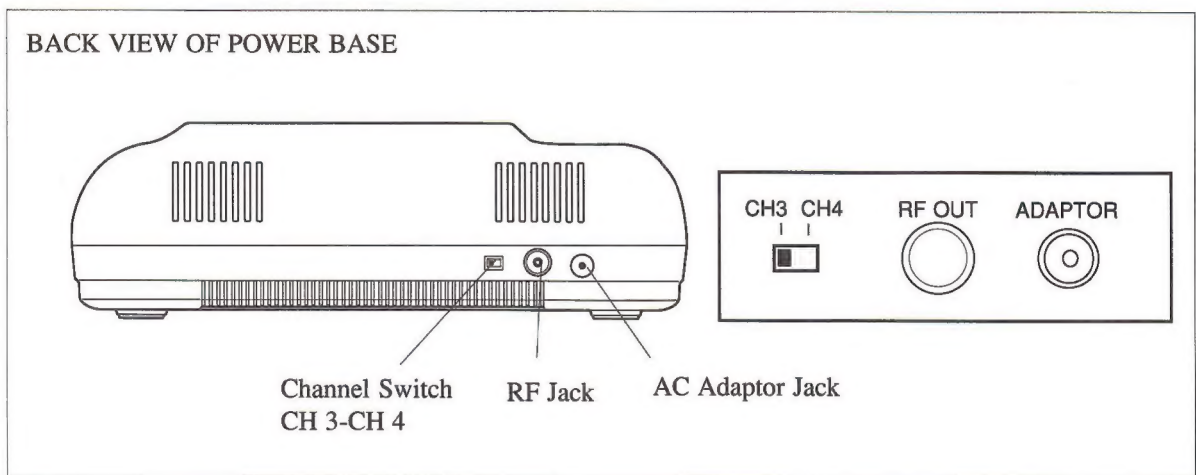
# Powering Up the System



See illustration at right.

- Connect the AC Adaptor Plug to the Adaptor Jack on the back of the Power Base.
- Plug the AC Adaptor into an electrical outlet.

## TV Channel Setting

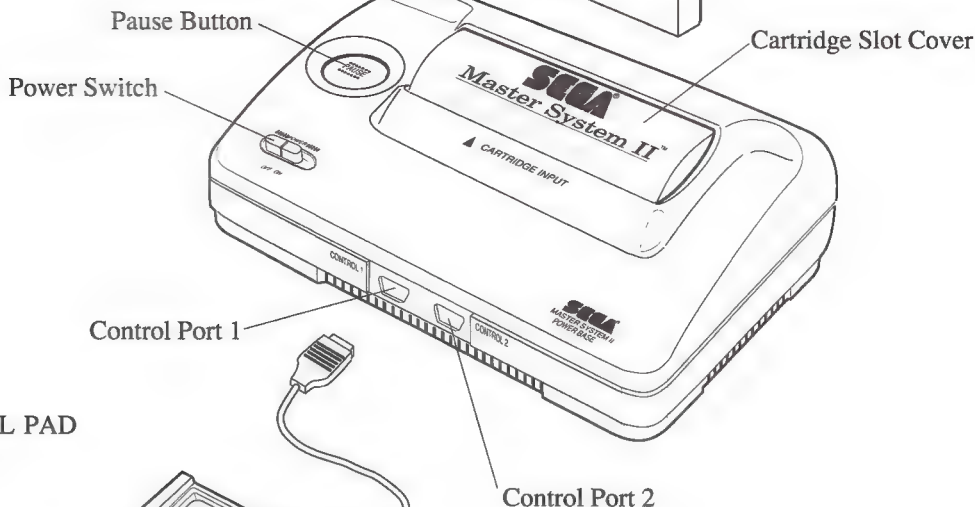


1. Set the Channel Switch on the back of the Power Base to CH 3.
2. Set your TV to channel 3.
3. If channel 3 is used for broadcasting, set your TV to channel 4. Then, be sure to switch the Channel Switch on the Power Base to CH 4.
4. If your TV has an automatic fine tuning control (AFC), turn it off and manually adjust the picture. However, if you have a color TV that turns black and white when the AFC is turned off, leave the AFC on.
5. To return TV to normal operation, turn off the Power Base and change the channel on the TV.

# Operating the System

## SEGA MASTER SYSTEM II

### POWER BASE



### CONTROL PAD

**1.** Plug a Sega Master System II Control Pad into Control Port 1 on the Power Base. For two players, plug a second Sega Master System II Control Pad (sold separately) into Control Port 2.

**2.** Turn the power switch off.

**3.** When you are using a Cartridge, insert it, label facing forward, into the cartridge slot. Press it fully into the slot.

**4.** Turn the power switch on.

**5.** If all connections have been properly made, the Sega logo will appear, followed by the title screen and, in some cases, a demonstration of the game.

**6.** To pause during play, press the Pause Button on the Power Base. To resume action, press it again.

#### NOTE :

- All of the previously released Master System cartridges (except for the Sega Card Games) can be used with the Sega Master System II.
- The 3-D adaptor unit cannot be used with the Sega Master System II. Therefore, 3-D games cannot be played with this system.
- ALEX KIDD in Miracle World™ is built in this system. There is no need to insert a cartridge. You can immediately start playing the game by simply turning on the power switch.



## The Sega Master System II

Problem	Before requesting repair, check the following items:
No picture on screen	<ul style="list-style-type: none"><li>• Is the Power Base turned on?</li><li>• Is the AC adaptor properly plugged in?</li><li>• Is the TV turned on?</li><li>• Is there power to the wall socket?</li><li>• Does the channel switch on the back of the Power Base agree with the TV channel being used?</li><li>• Is a Cartridge properly inserted?</li><li>• Have you confused the RF Jack with the AC Adaptor Jack?</li><li>• Review the connections between the antenna cable, Power Base and TV terminals.</li></ul>
Screen flickers or no color	<ul style="list-style-type: none"><li>• Are the antenna cables properly connected?</li><li>• Is the TV channel fine tune adjustment properly set?</li><li>• Are the TV color controls properly set?</li><li>• Is a Cartridge properly inserted?</li></ul>
No game sound	<ul style="list-style-type: none"><li>• Is the TV volume too low or off?</li><li>• Have the connection cables come loose or gotten disconnected?</li></ul>
Picture on TV screen is not steady	<ul style="list-style-type: none"><li>• Adjust the vertical and horizontal hold controls on your TV.</li></ul>
Fringes appear on TV during a game	<ul style="list-style-type: none"><li>• Adjust the manual fine tuning controls on the TV.</li></ul>
Fringes appear on TV during a broadcast	<ul style="list-style-type: none"><li>• Is the antenna cable properly connected?</li><li>• Make sure that you have turned off the power on the Power Base.</li></ul>

# 90-Day Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Master System II and all component parts shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective system or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. Additionally, this warranty shall not be valid if the serial number of the Master System II unit has been altered, defaced, or removed in any way.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

**1-800-USA-SEGA**

Our Consumer Service Department is in operation from 6:00 a.m. to 9:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. **DO NOT RETURN YOUR SEGA MASTER SYSTEM II TO YOUR RETAIL SELLER.** Return system to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective system to us. The cost of returning the system to Sega's Service Center shall be paid by the purchaser.

## Repairs After Expiration of Warranty

If your Sega Master System II requires repairs after termination of the 90-day warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you choose to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your system cannot be repaired, it will be returned to you and your payment will be refunded.

## Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

## Compliance With FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the SEGA Master System II with respect to the receiver.
- Move the SEGA Master System II away from the receiver.
- Plug the SEGA Master System II into a different outlet so that the SEGA Master System II and Receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-99345-4.





© 1990 Sega of America, Inc.  
Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080  
Printed in Japan

# Sega System

## Parts List & Order Form

Part No.	Item	Price	Quantity	Amount of Purchase
3015	Video Cable	\$10.00		
3020	Control Pad	14.00		
3025	AC Adaptor	10.00		
3035	Auto RF Switch Box and Cable			
3045	F-Type Converter (300/75 ohm)	3.00		
3055	Matching Transformer (75/300 ohm)	3.00		
3050	Light Phaser	35.00		
3073	3D Arms	4.00	<u>Pair</u>	

Subtotal \_\_\_\_\_

(Applies to California only —  
add applicable sales tax) Sales Tax \_\_\_\_\_

Postage & Handling \_\_\_\_\_

Total Due \$ \_\_\_\_\_

All orders add \$2.20

Print your name and address in the space provided below. Enclose your check or money order (made payable to Sega of America, Inc.) and mail to:

SEGA OF AMERICA, INC.  
573 Forbes Blvd.  
South San Francisco, CA 94080  
Attention: SEGA Consumer  
Service Department

Allow 4-6 weeks for delivery. Please pay by check or money order; we cannot accept cash, stamps or C.O.D. orders. Prices are applicable within the U.S. only and are subject to change without notice. Canadian Consumers please send a money order equivalent to the U.S. Dollar Amount.  
For assistance call: (800) USA-SEGA

SEGA OF AMERICA, INC.  
573 Forbes Blvd.  
South San Francisco, CA94080

SHIP TO:

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Please Print clearly as this will be your return label.